

Eagles Quick Reference Sheet

Infantry

<u>When Being Targeted</u>	<u>When Targeting</u>
When in Line	Normal
When in Column	Artillery Fire at +1F
When in Square	Cannot be Shocked Artillery Fire at +1F Morale +1
Hills	Normal
Woods	Attacking Inf. Fire & Shock at -1 CV
Buildings	Fire only/No Shock Must be in Line

Cavalry

Does Not Change Formation

Hills	When defending +1 CV	
Woods	Cannot be in woods	Cannot attack woods
Buildings	Cannot be in buildings	Fire only/No Shock

Note: May only target blown cavalry for Shock. Blown cavalry may only Fire at F1 until recovered. Cavalry recovers from being blown at the instant that it is no longer engaged.

Artillery / Horse Artillery

Does Not Change Formation

Engaged infantry Fire & Shock at +1 (except when in square)

Hills	When defending +1 CV	
Woods	Cannot be in woods	Cannot attack woods
Buildings	Cannot be in buildings	Fire only/No Shock

Note: Artillery and horse artillery never may use Shock. Foot Artillery cannot move to engage; horse artillery can engage. Horse artillery can move and fire in the same turn.